

Castlevania

Curse of Darkness™



MATURE 17+

M

CONTENT RATED BY
ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

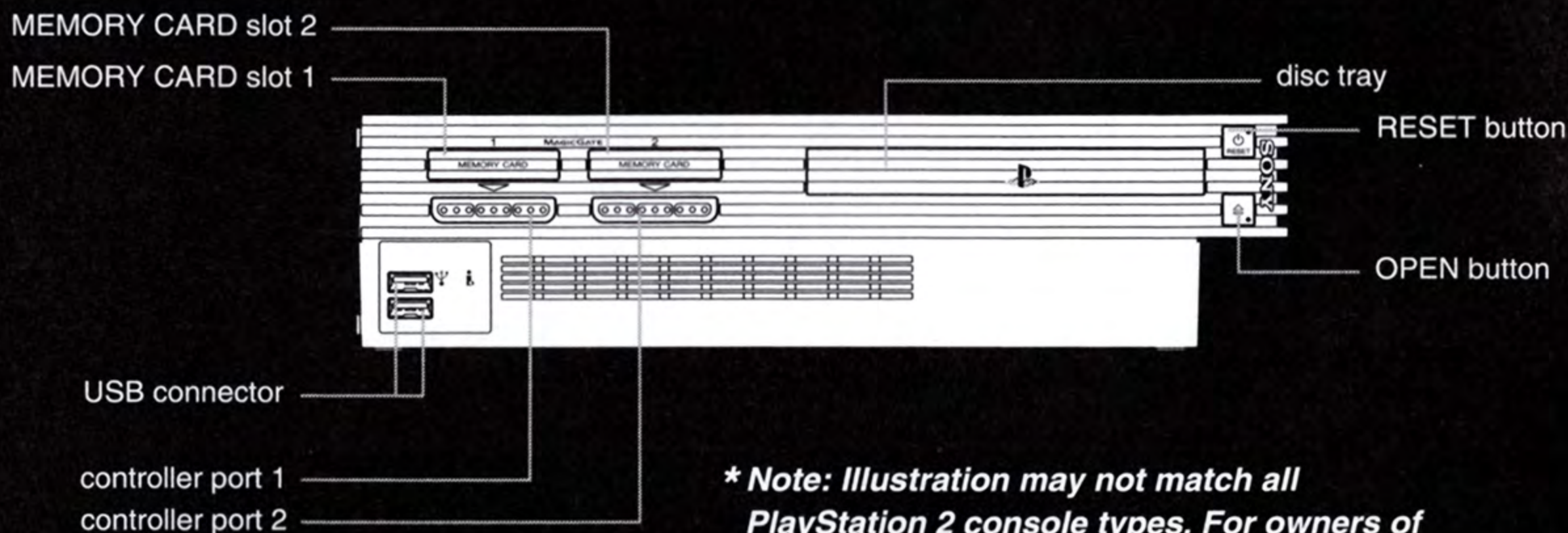
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Getting Started



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Castlevania: Curse of Darkness** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

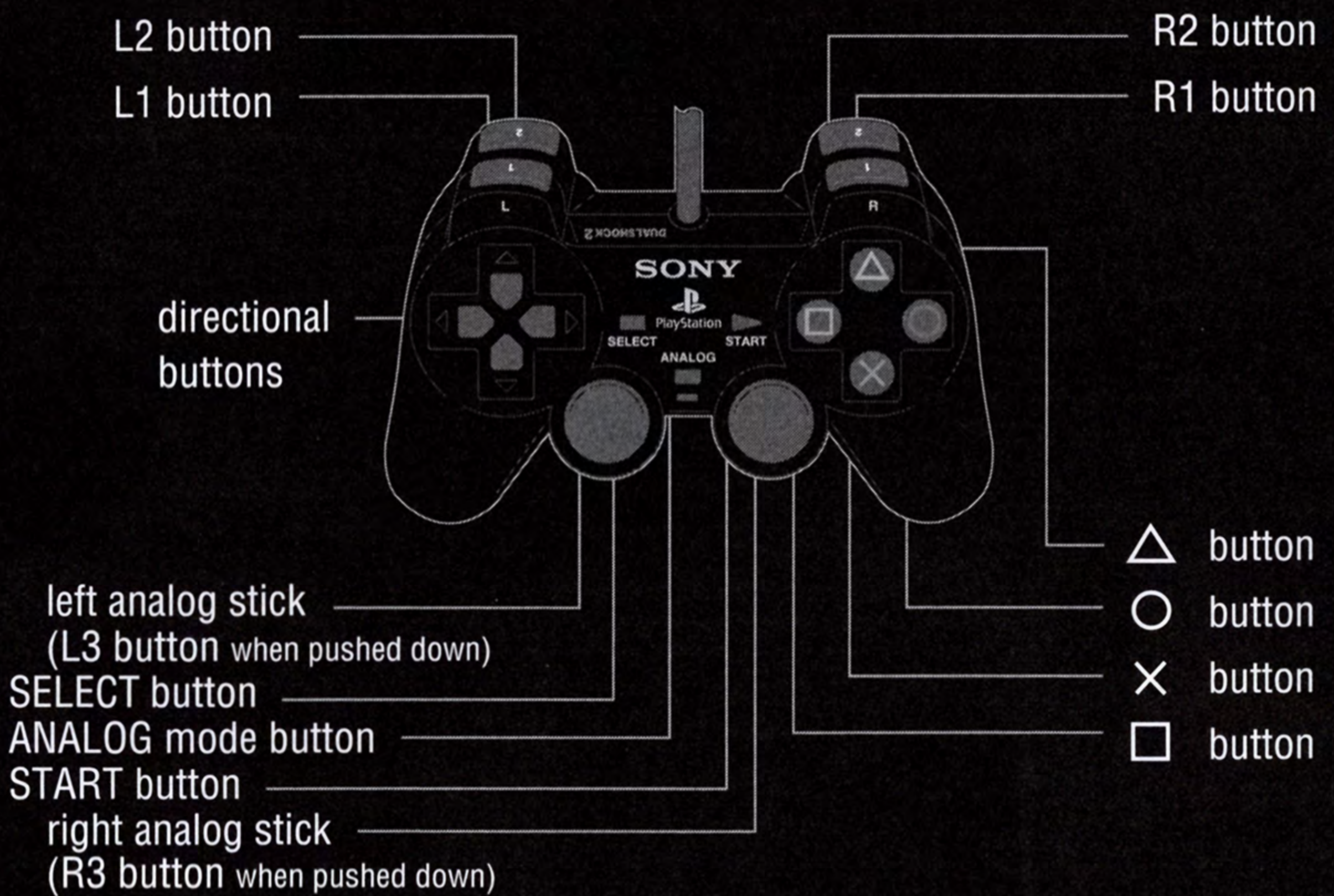
Memory Card (8MB)(for PlayStation[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card (8MB)(for PlayStation[®]2) or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

NOTE: Castlevania: Curse of Darkness requires a minimum of 480KB of free space on the memory card (8MB)(for PlayStation[®]2) in order to save the game.

Starting Up

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



Advanced Sound Support

Castlevania: Curse of Darkness is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the audio options menu of the game (see page 12).

PROCEDURE

1. Connect the PlayStation®2 unit and AV amplifiers

Connect the analog audio output of the AV MULTI OUT (AV multi output) terminal or the DIGITAL OUT (OPTICAL) (optical digital output) terminal on the “PlayStation®2” main unit and the “Dolby® Pro Logic® II” decoder built-in AV amplifiers.

2. Set up the AV Amplifiers

First, make sure the “Dolby® Pro Logic® II” function of the connected AV amplifiers is turned on. Make sure your AV amplified is set to MOVIE (CINEMA) mode.

3. Select Sound Settings

Start **Castlevania: Curse of Darkness** and enter the “Options” menu. Choose “Sound Setting” and select the “Pro Logic® II” Sound Type.

4. Test AV amplifiers

Begin gameplay and see if your advanced sound settings are working properly.

Controls

MENU CONTROLS

| | |
|---|--------------------------|
| left analog stick / directional buttons | Highlight menu item |
| △ button | Cancel / Previous screen |
| × button | Select menu item |

CHARACTER CONTROLS

| | |
|-----------------------------------|---|
| left analog stick | Walk / Run |
| right analog stick | Adjust Camera |
| □ button | Attack |
| △ button | Ability / Command Innocent Devil |
| ○ button | Final Attack / Steal / Change Area / Examine |
| × button | Jump / Confirm |
| L1 button | Reset Camera |
| L2 button | Change Lock-On Target |
| R2 button | Enable / Disable Lock-On Mode |
| R1 button | Guard (R1 + □ for launcher attack) |
| ↑ / ↓ / ← / → directional buttons | Change Innocent Devil A.I. Settings |
| SELECT button | Display Map |
| START button | Display Sub-Menu |

NOTE: This page describes the default control setup. You can customize these controls in the "Options" menu.

Advanced Controls

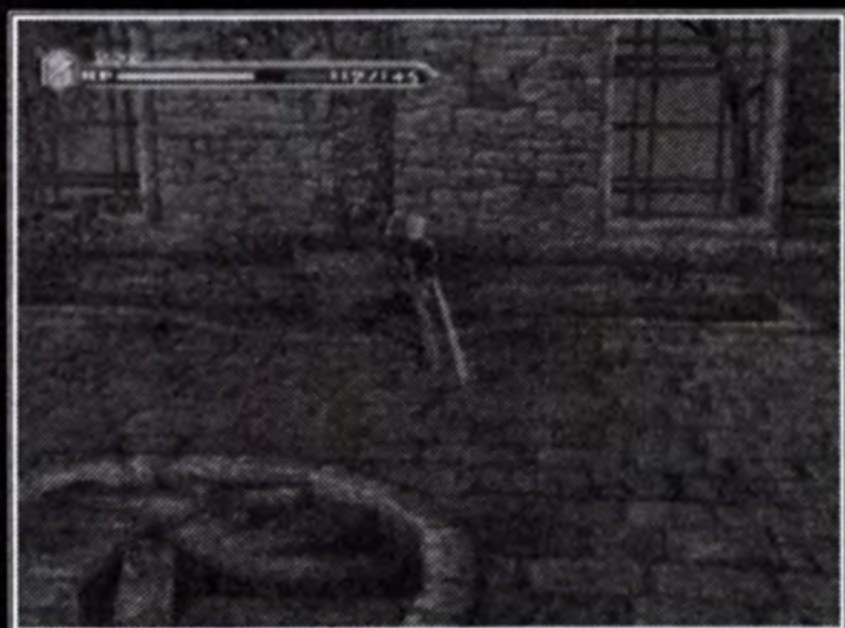


ATTACK

- button: Normal attack
- button: Final attack

Press the □ button repeatedly to perform a combo attack, and then press the ○ button at the end of a combo to perform a powerful final attack. Try experimenting with various combos to find out which combos work best in certain situations. For example, □, ○, □, □, ○ and □, □, □, ○ are some of the possible combos you can unleash. The final attack will determine what sort of combo is performed. Also, keep in mind that different weapons will result in dramatically different combos, so remember to try out various weapons throughout the game.

Advanced Controls



JUMP

Press the **X** button to jump. Press it again to perform a double jump.



GUARD

Hold the **R1** button to enter a defensive stance. Using this move will allow Hector to defend himself against many enemy attacks.

LOCK-ON

Press the **R2** button to enable Lock-On. Use Lock-On during large battles to ensure you are always facing an enemy and are never disoriented. Use the **L2** button to cycle between targets.

NOTE: When you have an enemy targeted, it is possible to steal items.



INNOCENT DEVIL SPECIAL ABILITIES

Pressing the **△** button will command the Innocent Devil to use the currently selected special ability.



Prologue

1476, Valachia

A great war raged between Dracula and humanity. Just when it seemed that there was no hope for mankind to prevail, out of the darkness and despair, a champion arose — a true-blooded vampire hunter named Trevor Belmont.

Belmont and his comrades triumphantly slew Lord Dracula — a truly glorious victory for all. However, the evil one did not pass from this world in silence. With his final words, Lord Dracula left a demonic curse that enshrouded all of Europe in misery and torment.

Ravaged by hideous plague and dire famine, the people's hearts turned black and murderous. The weak were slain without pity, while the land was pillaged and scourged without remorse.

Three years have passed since the death of Lord Dracula — and the invocation of Dracula's Curse.

The Story

Take control of the devil forgemaster Hector, who is seeking vengeance for the death of his beloved Rosaly. Falsely accused of witchcraft, she was burned at the stake in a sham trial orchestrated by Isaac, another devil forgemaster still loyal to Dracula's forces.

Before you can make Isaac pay for his sins, you must journey across the cursed land of Valachia and make your way to Dracula's Castle. Along the way, hordes of terrifying fiends lie in wait, attempting to make each battle your last. It will be a tough battle, but by harnessing the power of the Innocent Devils and weapons that you create along the way, vengeance may finally be yours.

Characters

HECTOR

The game's protagonist.

A former devil forgemaster who betrayed Dracula three years ago. After renouncing his powers, Hector had been leading a normal life when his beloved was executed as a witch. He has vowed to exact vengeance upon Isaac, who cleverly manipulated the witch trial.

ISAAC

A devil forgemaster that served Dracula alongside Hector. Convinced that Dracula's defeat at the hands of Trevor Belmont was due to Hector's betrayal, Isaac has lured Hector back to Valachia and forced him to once again embrace the dark power of devil forgery.

JULIA LAFOREZE

A true witch that escaped the witch hunts.

Sells items and takes care of Innocent Devils that are not with Hector. She desperately wants for Isaac to be defeated.

TREVOR BELMONT

The man who defeated Dracula three years ago.

A descendant of the Belmont Clan, he wields the infamous whip, the Vampire Killer. He returns to Valachia after hearing rumors of a devil forgemaster once again stirring chaos in the land. Will he help Hector or try to destroy him?

ZEAD

A man that seeks to abolish the curse that is afflicting Europe.

He wishes for Isaac to be vanquished so that the curse may finally be lifted. He constantly supplies Hector with information about Isaac and his whereabouts.

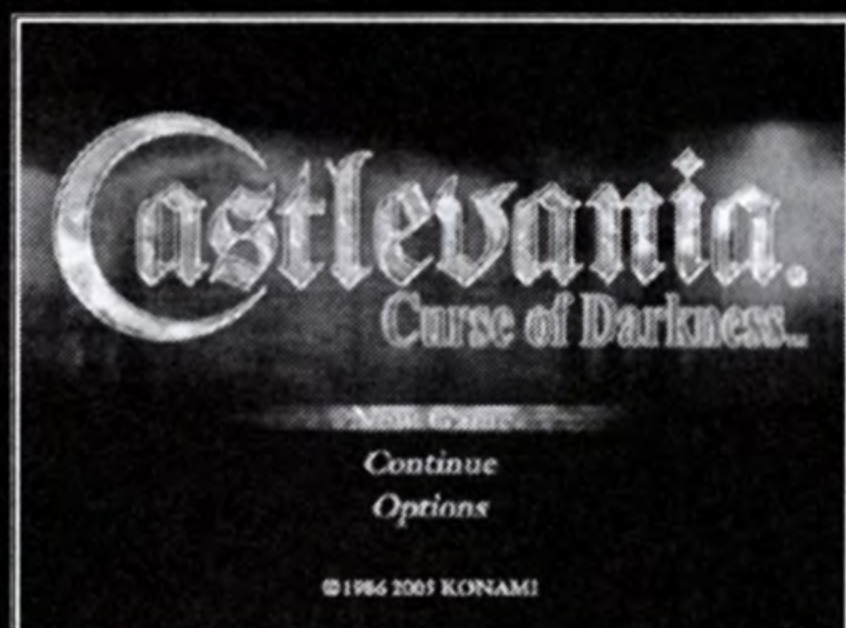
SAINT GERMAIN

A mysterious individual whose true motives are unknown.

He wishes for Hector to stop his pursuit of Isaac...but for what purpose?

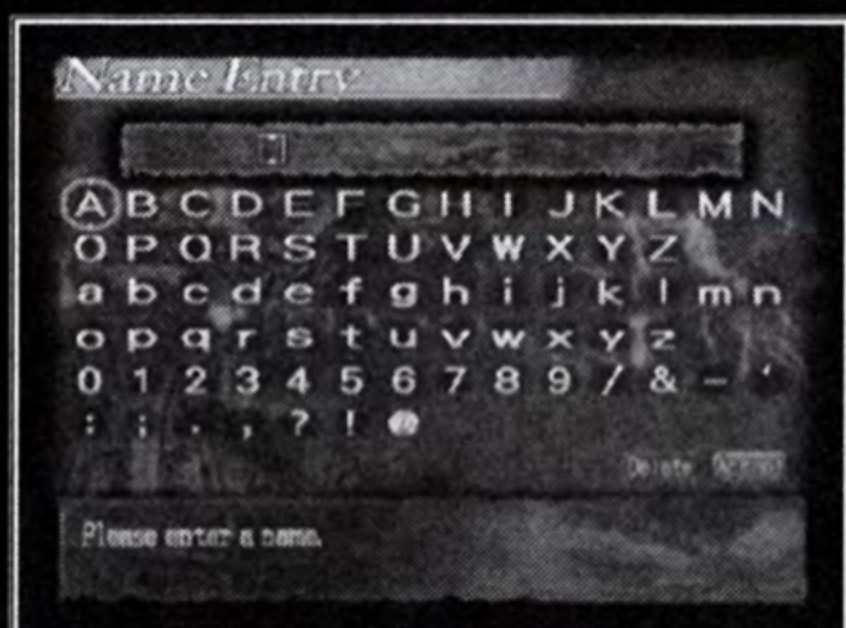


Beginning a Game



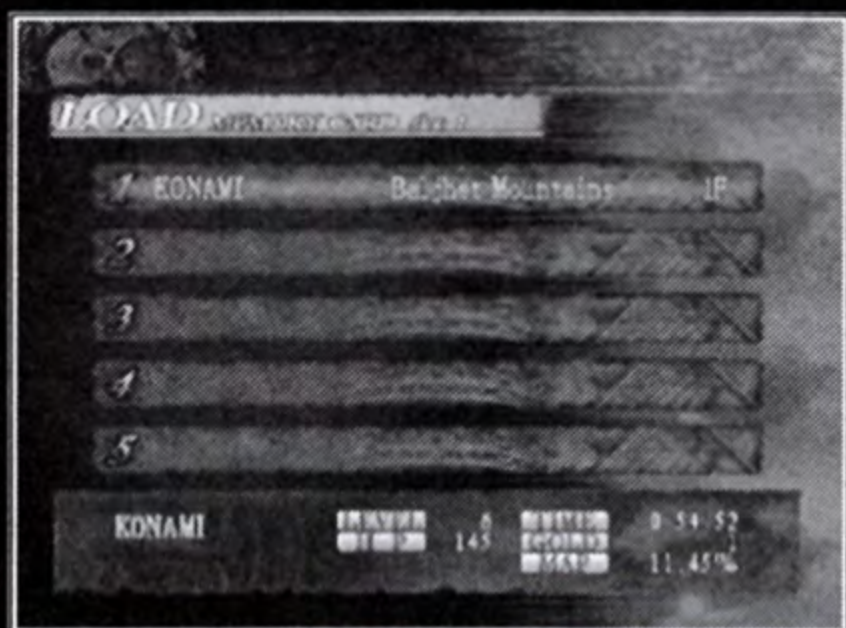
TITLE SCREEN

Watch the opening movie or press **START** to bring up the Main Menu. Use the left analog stick or directional buttons **↑** and **↓** to highlight your selection and press the **⊗** button to confirm your choice.



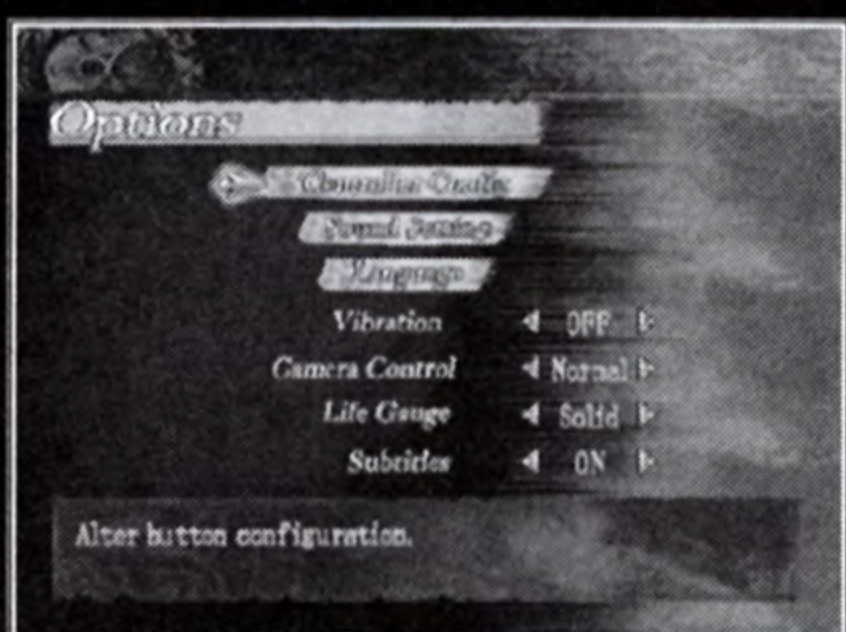
NEW GAME

Enter your name and begin your adventure!



CONTINUE

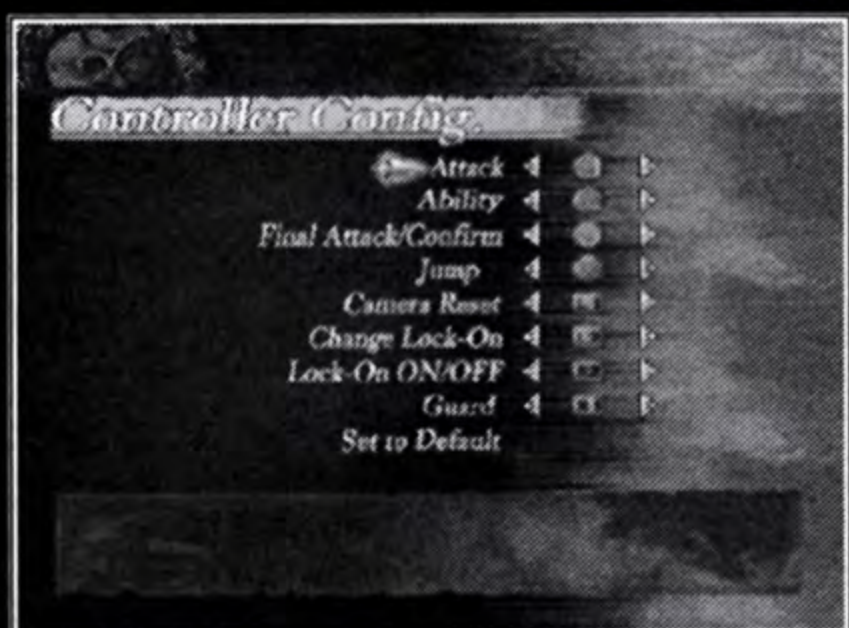
If you want to resume a saved game, select Continue at the Main Menu and then choose a save file.



OPTIONS

Use the left analog stick or directional buttons to highlight a choice and press **⊗** to confirm. In addition, you can access these options during gameplay by pressing **START** to pull up the Sub-Menu, and then choosing Options.

Beginning a Game



- † **Controller Configuration:** Change button configuration.
- † **Sound Setting:** Change sound options.
- † **Language Setting:** Choose between English and Japanese voice over soundtracks. This setting cannot be accessed during gameplay.

- † **Vibration:** Turn vibration function ON / OFF.
- † **Camera Control:** Toggles the camera control between normal and inverted.
- † **Life Gauge:** Choose if the life gauge is solid or transparent.
- † **Subtitles:** Turn subtitle display ON / OFF.

SOUND SETTINGS

Castlevania: Curse of Darkness offers Dolby Pro Logic II support. This must be configured from the sound settings menu options listed below.

Sound Mode


Mono: Play with monaural sound playback.

Stereo: Play with stereo sound playback.

Pro Logic[®] II: Play with Dolby[®] Pro Logic[®] II sound playback. You must have the analog audio output of your PlayStation[®]2 properly connected to a sound system that supports Dolby[®] Pro Logic[®] II sound in order for this sound option to work.



SAVING THE GAME

You can save your game by entering a save room and sitting in the chair. Walk up to the chair and press the  button to save your progress.

NOTE: Saving your game will restore your health to 100%. Be sure to save often!

Beginning a Game

GAME SCREEN

HP Gauge: Hector's health. If this reaches zero it's game over.

Heart Gauge: Hearts are used as energy by Innocent Devils. If the heart gauge drops to zero, you will not be able to use the Innocent Devil's special abilities. Collect hearts from defeated enemies.

A.I. Settings: Change Innocent Devil A.I. settings

Special Ability: Change Innocent Devil special ability

Player Character: Controlled character

Innocent Devil: Summoned creature loyal to Hector

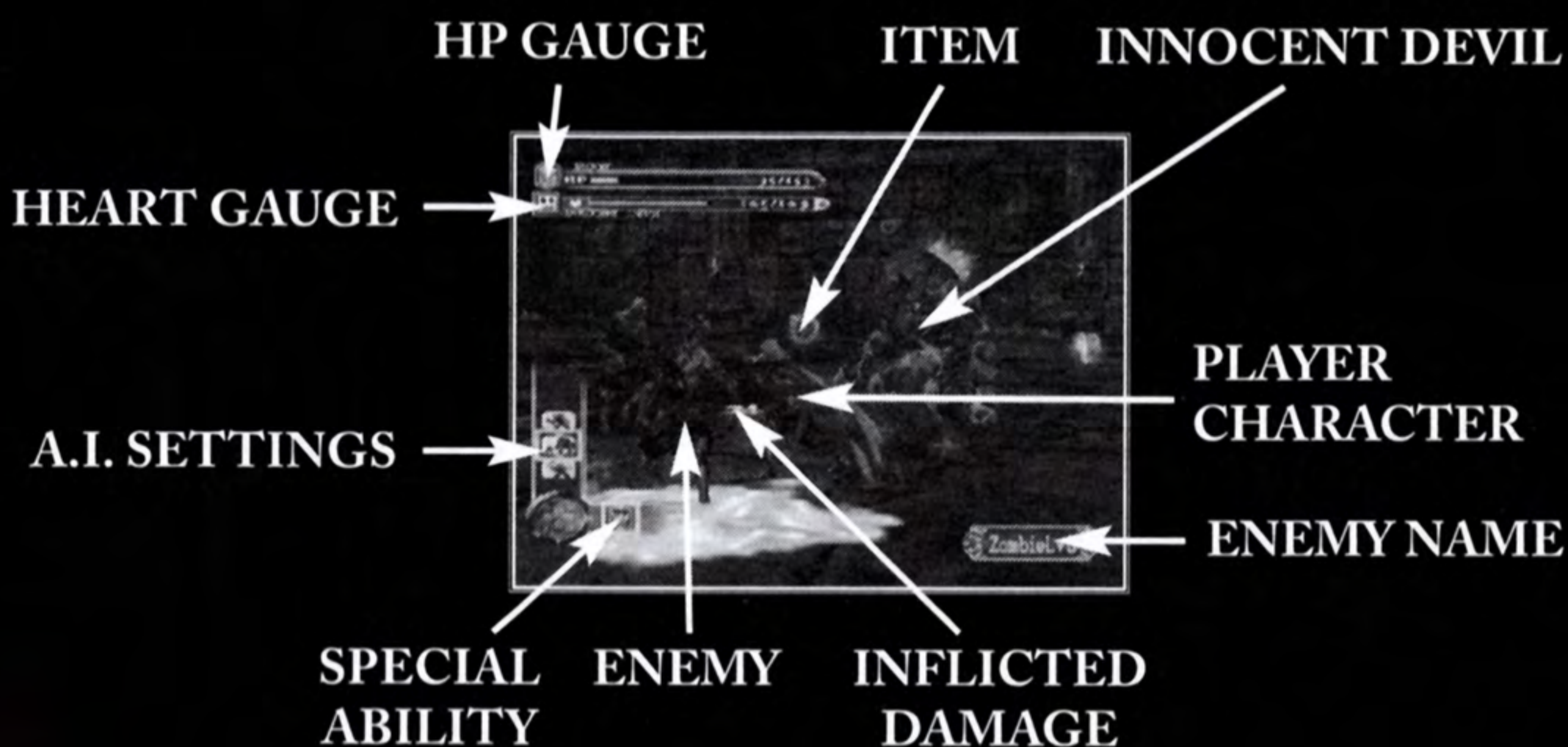
Enemy: Enemy to be defeated

Lock-on cursor: **R2** button locks on to target

Item: Approach an item to have its name displayed

Enemy Name: The first time a new enemy is confronted, its name will be displayed

Inflicted damage: The amount of damage that an enemy has taken from your attack



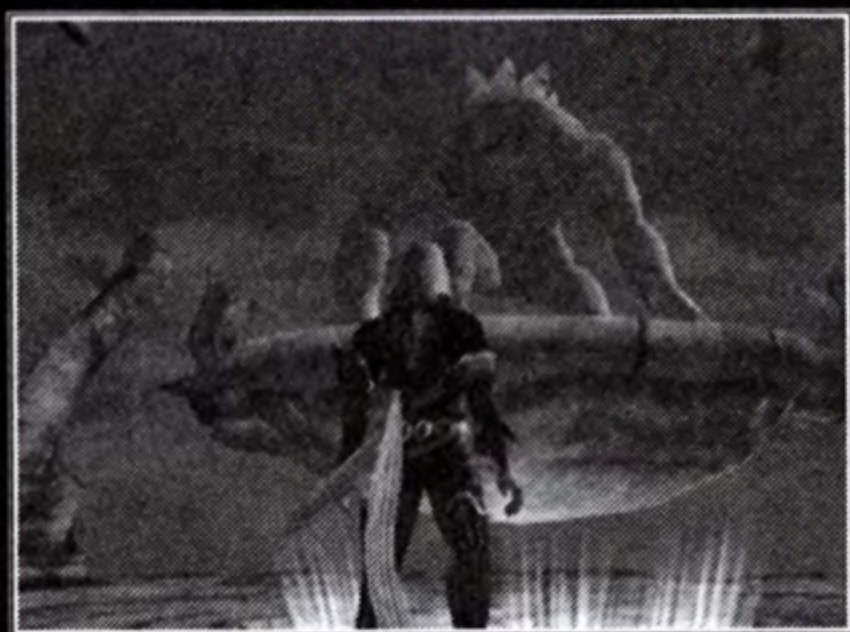
Innocent Devils

About Innocent Devils

An Innocent Devil (I.D.) is a creature created by devil forgemasters such as Hector and Isaac. Innocent Devils have absolute loyalty to their creator. They will support Hector in numerous ways throughout his adventure. Hearts, which can be found throughout the game, are used as energy by the Innocent Devils. Whenever an Innocent Devil performs a special ability, its heart energy will be consumed.

When all of the hearts are consumed, the I.D. will no longer be able to perform any actions. At this point, try to acquire more hearts to revitalize the I.D. An I.D. cannot die, so as soon as you collect more hearts it will be ready for battle once again.

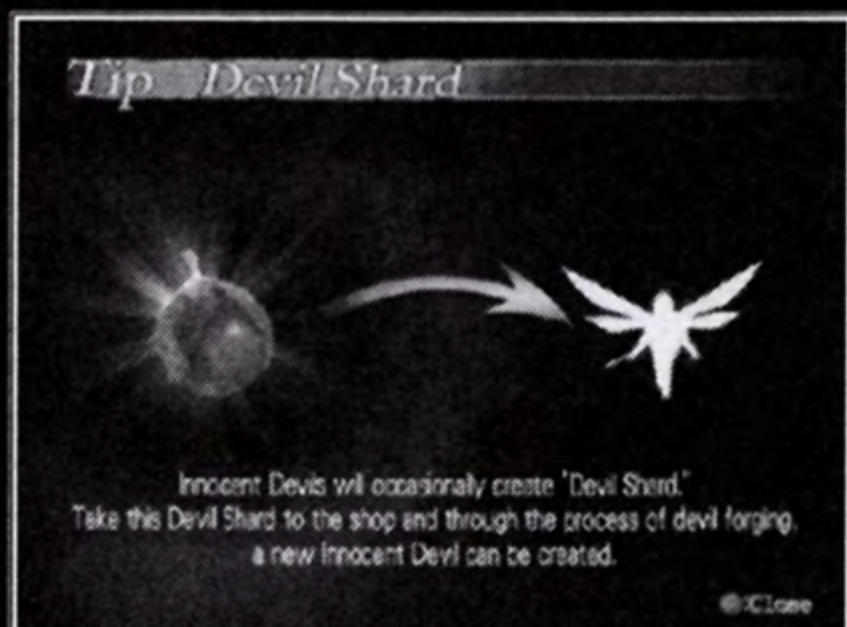
Several different Innocent Devils can be carried at any one time, but only one I.D. can be summoned to the field and actively controlled by Hector.



How to Get Innocent Devils

A devil forgemaster can create an Innocent Devil from a devil shard. In Valachia, there are several areas where remnants of Dracula's magic are still strong. Using these locations, Hector can use his abilities as a devil forgemaster to create an Innocent Devil. Certain locations only allow the creation of specific types of Innocent Devils.

Innocent Devils



How to Increase Innocent Devils

After an Innocent Devil has been in battle for a while, it may create a devil shard. Take that shard to a shop [refer to page 30] and use devil forging to create the same type of Innocent Devil. The I.D. may evolve to its new form.



How to Raise Innocent Devils

Innocent Devils gain experience by fighting in battle alongside Hector. Whenever an I.D. gains a level, its heart capacity and stats will increase. New special abilities may also be learned.

Innocent Devils



How Innocent Devils Evolve

Innocent Devils may evolve by collecting evolution crystals.

The color of the evolution crystal changes depending upon the weapon type that Hector is using at the time.

The color of the crystal will dictate how the Innocent Devil will evolve. It is

possible to check the Innocent Devil's evolution chart via the Sub-Menu. For more information on the Sub-Menu, refer to page 25.

If you do not want your Innocent Devil to evolve, it is possible to stop the automatic collection of the crystal on the Summon Screen.

How to Use Innocent Devils

Normally, the player can choose from three different A.I. modes for the Innocent Devil. Select an A.I. setting by pressing the **↑** or **↓** directional buttons.



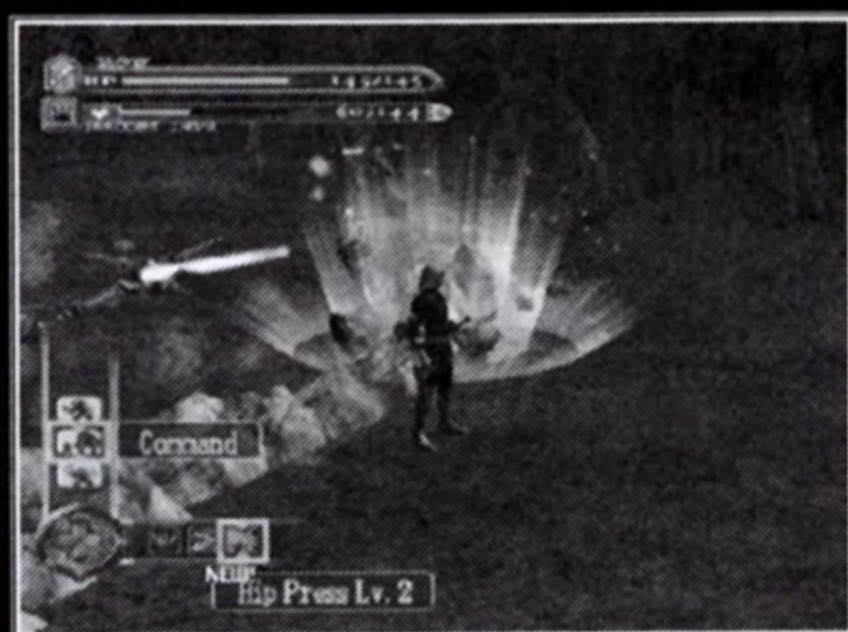
Auto Mode

The I.D. acts entirely on its own. It will use special abilities on its own, as well.


NOTE: Simple directions can be given to the Innocent Devil even when it is in AUTO mode. Press the **△** button to order the I.D. to attack. It will lock on to the closest enemy based on the

direction Hector is currently facing. When this happens, the words "I.D. LOCK" will appear.

Innocent Devils



Command Mode

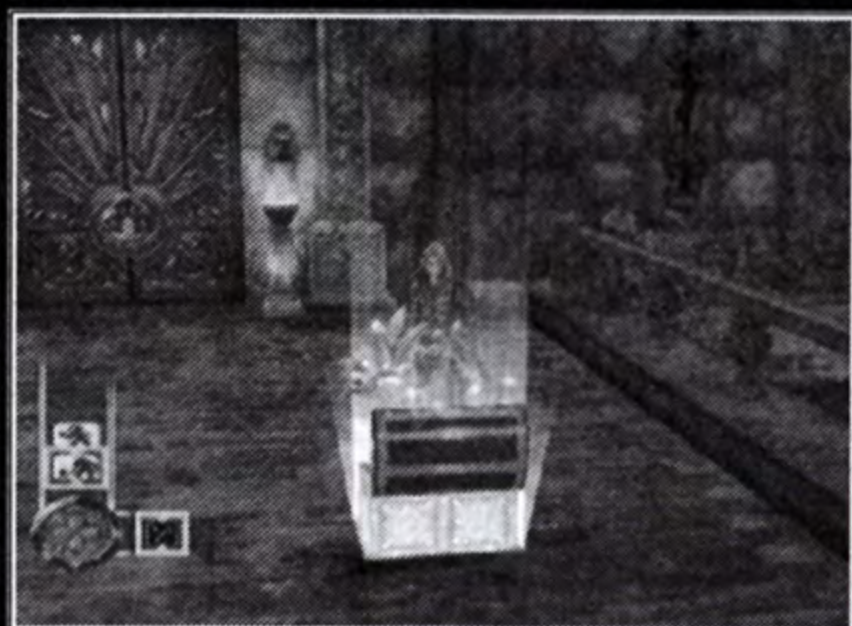
The I.D. will engage in battle with enemies nearby Hector. Press the  button to use the I.D.'s special ability. The I.D. will not use special abilities on its own.



Guard Mode

The I.D. will enter a defensive stance. It will not be able to perform any attacks while in this mode. Depending on the Innocent Devil, it can create a Guard Ring that protects Hector.

Innocent Devil Types



Fairy Type

These Innocent Devils are proficient in healing magic. They also possess the ability to open locked treasure chests. After being summoned, press the **○** button while standing in front of a treasure chest to open it. As the fairy type evolves, it may turn into a more potent healer or even gain the ability to cure status ailments.



Battle Type

These Innocent Devils excel at physical combat. They will be able to join in on a player's combo when the word "chain" appears. When this I.D. type learns "Brute Force," it will gain the ability to open passages that Hector cannot open on his own. As they evolve, they may change into either a speed type or a power type.

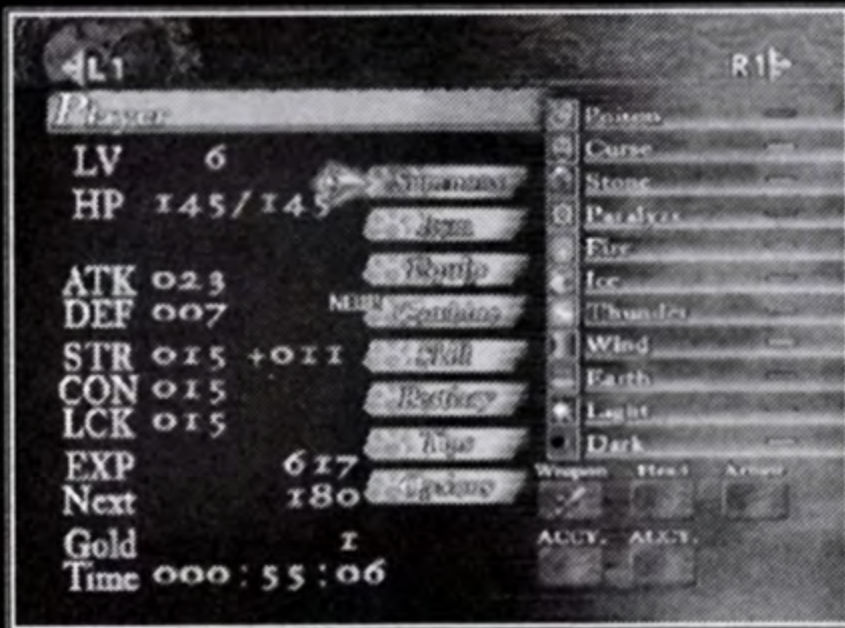



Bird Type

These Innocent Devils excel at aerial combat. They will try to attack enemies that have been launched into the air by Hector. Hector can also grab on to them to reach distant areas using the "Glide" ability. Use this ability to reach areas that cannot be reached with a jump alone.

Many other types of Innocent Devils can be found in the game. Be sure to search everywhere!

Sub-Menu: Player



Press the  button during gameplay to open the Sub-Menu. In the Sub-Menu, it will be possible to check the player's status, items, equipped gear and Innocent Devil status.

Press the L3 button to check gameplay statistics.

Player Statistics

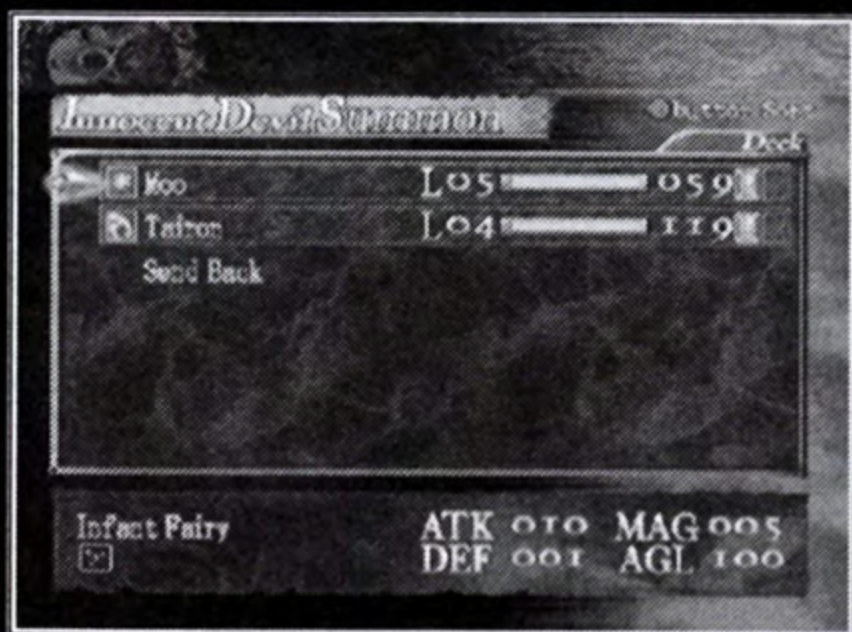
| | |
|------|--|
| LV | Current experience level. |
| HP | Hector's health. If this reaches zero, the game is over. |
| ATK | Total attack power. Combines Hector's innate attack and I.D. enhancement. |
| DEF | Total defense power. Combines Hector's innate defense and I.D. enhancement. |
| STR | Strength. |
| CON | Constitution. Determines recovery time when poisoned or cursed. The higher the number, the faster the recovery time. |
| LCK | Luck. Determines your chances of finding rare items. |
| EXP | Current experience points. |
| NEXT | EXP required to reach the next level. |
| GOLD | Amount of gold on hand. |
| TIME | Total time played. |

Sub-Menu: Player

Player Resistances

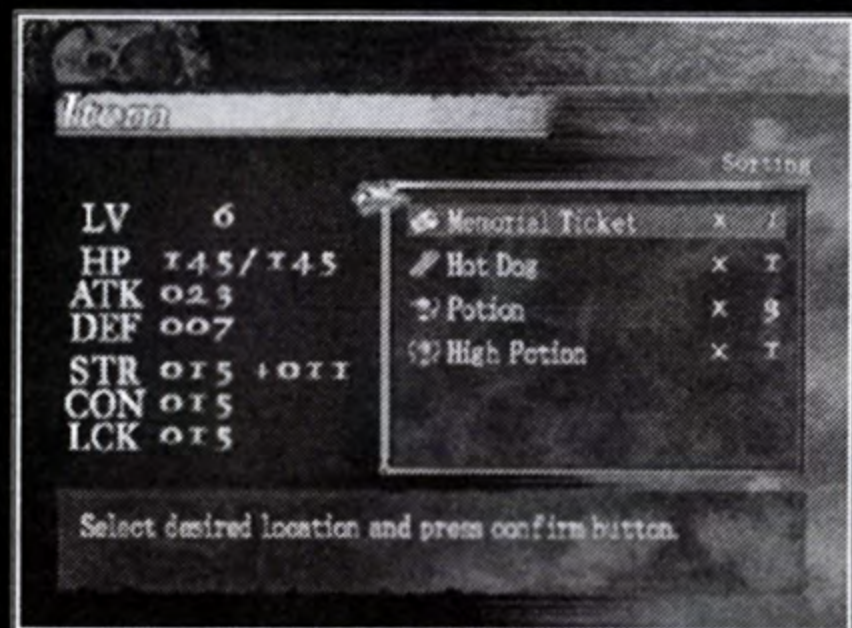
| | |
|----------|--------------------------------|
| Poison | Resistance to poison attacks |
| Curse | Resistance to curse attacks |
| Stone | Resistance to stone attacks |
| Paralyze | Resistance to paralyze attacks |
| Fire | Resistance to fire attacks |
| Ice | Resistance to ice attacks |
| Thunder | Resistance to thunder attacks |
| Wind | Resistance to wind attacks |
| Earth | Resistance to earth attacks |
| Light | Resistance to light attacks |
| Dark | Resistance to dark attacks |

Player Options

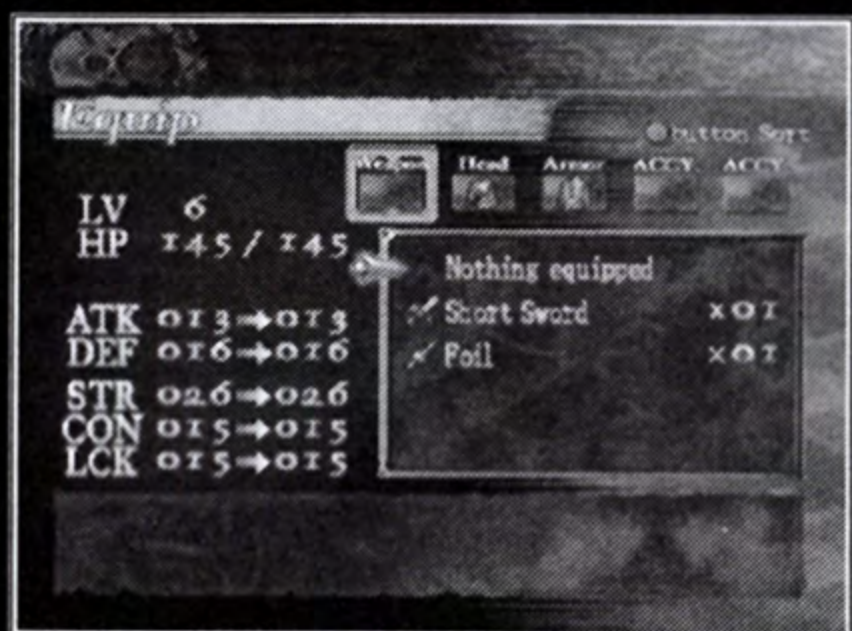



- † **Summon:**
Summon an Innocent Devil that is in your deck

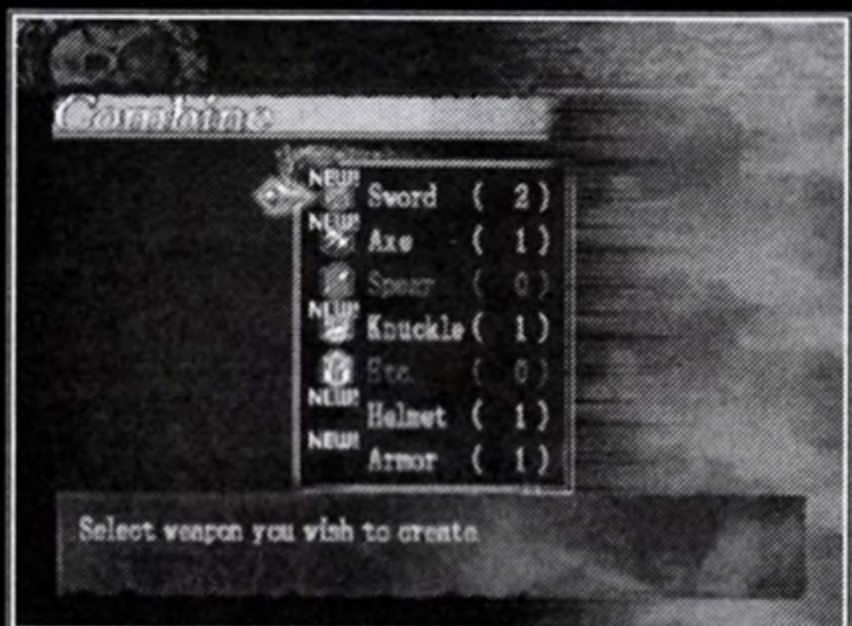
Sub-Menu: Player



- † **Item:**
Use or examine items in your inventory.

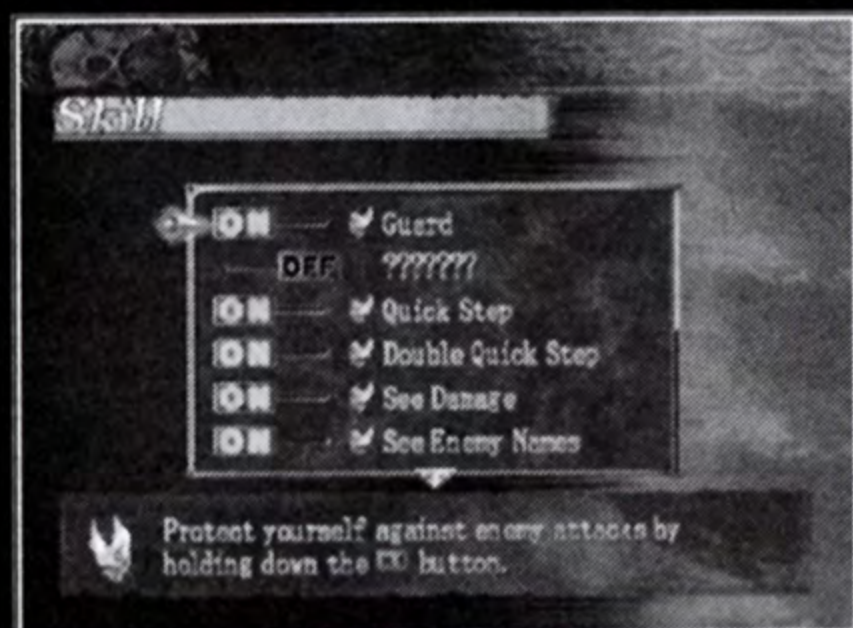


- † **Equip:**
Equip weapons and armor to make Hector more powerful. Use the left analog stick or the directional buttons to choose where you want to equip and press the  button to confirm. Then, choose an item to equip from the list below.

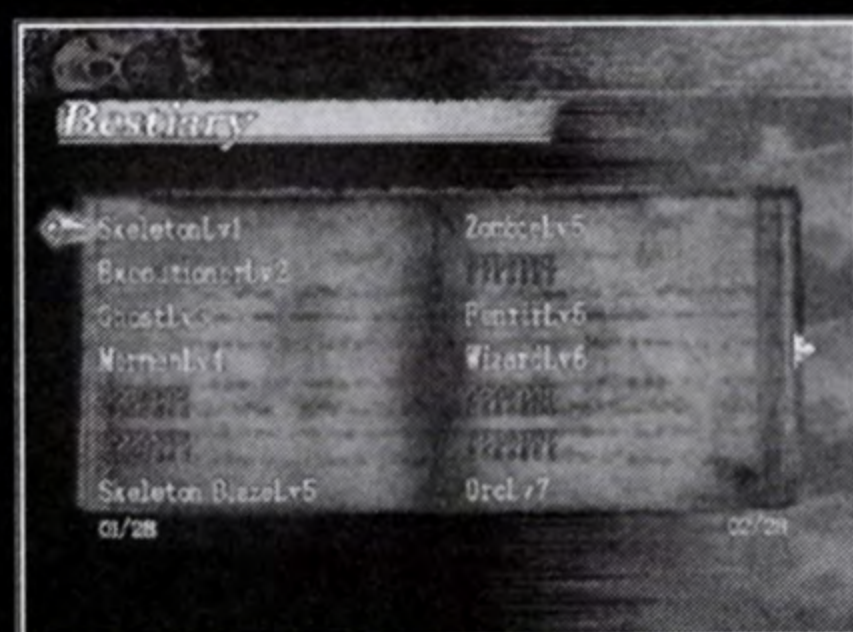


- † **Combine:**
Combine weapons or armor with other materials to create new weapons or armor (detailed explanation later).

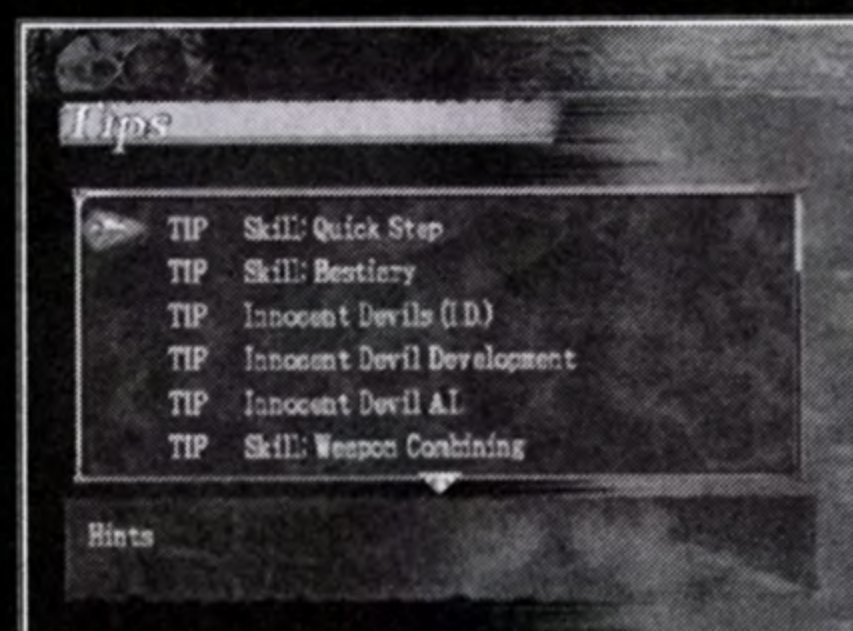
Sub-Menu: Player



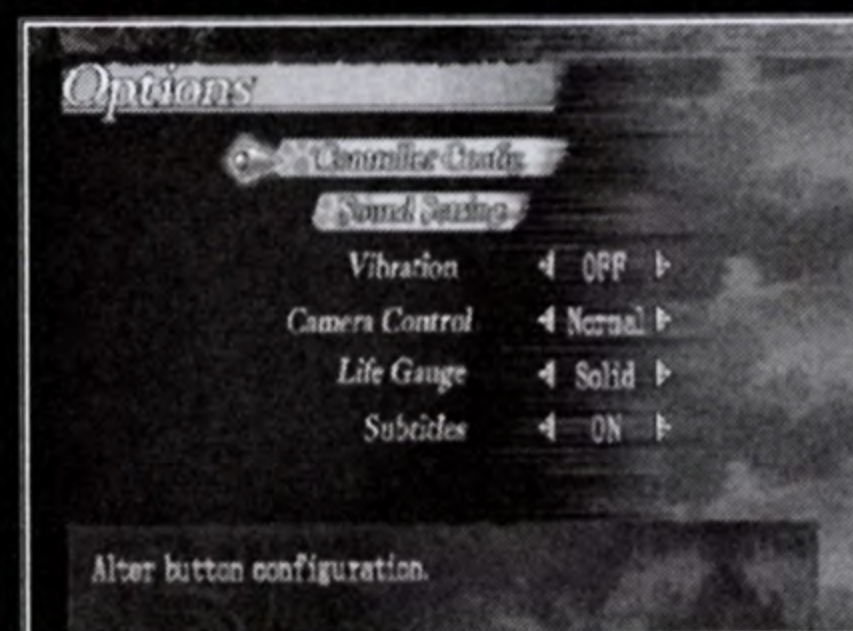
- † **Skill:**
Check various skills that have been learned throughout the course of the game. The skills can be toggled ON / OFF.



- † **Bestiary:**
View detailed information about monsters that appear throughout the game.



- † **Tips:**
Various tips that will help you in your adventure.



- † **Options:**
Controller configuration, sound settings, vibrations settings and other game options can be changed here.

Sub-Menu: Player

BESTIARY INFORMATION

Monsters

Check out detailed information about all monsters faced in battle. Whenever a monster is defeated, its HP and EXP information will be recorded. If a monster drops an item, that information will also be recorded. The unknown item at the bottom will only be revealed by successfully “stealing” the item from the monster.

Enemy Name: Monster’s name

HP: Monster’s HP

EXP: Experience points gained from defeating monster

Weakness: Extra damage will be dealt to the monster when attacked with this element

Tolerance: Damage will be reduced when attacked with this element

Item Dropped: Items that monster may drop

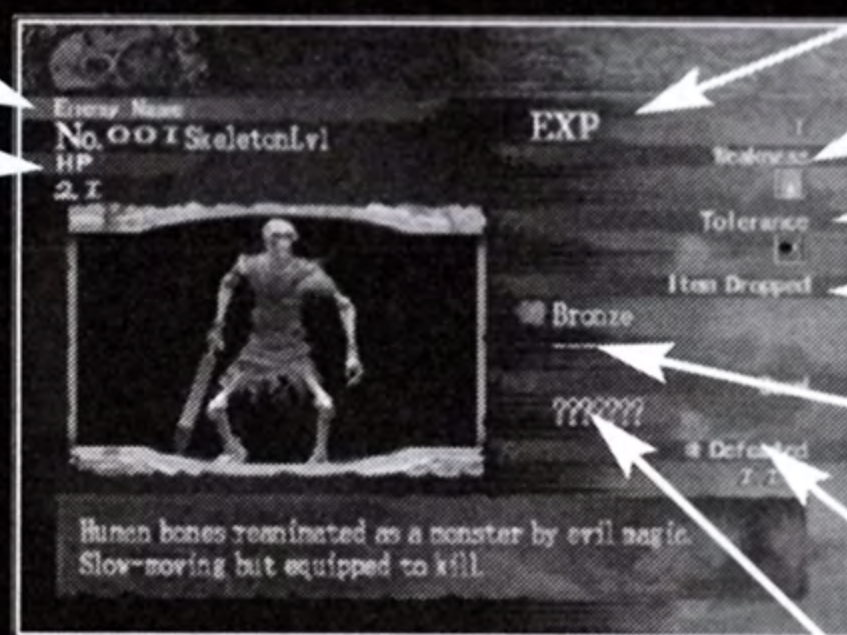
“---”: indicates no item is dropped

“????”: indicates that player has not yet obtained this item from the monster

Defeated: Total number of times this type of monster has been defeated

ENEMY NAME

HP



EXP

WEAKNESS

TOLERANCE

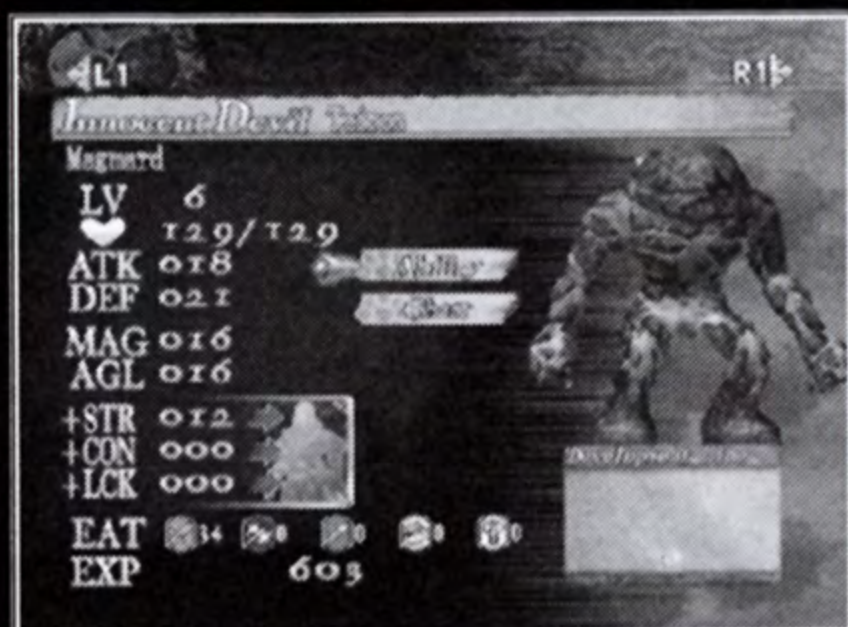
ITEM DROPPED

INDICATES NO
ITEM IS DROPPED

DEFEATED

INDICATES PLAYER
HAS NOT YET
OBTAINED THIS
ITEM FROM THE
MONSTER

Sub-Menu: Innocent Devils



Press the **L1** or **R1** button to toggle between the player sub-menu and the Innocent Devil sub-menu. View Innocent Devil information from this screen. Innocent Devil game stats can be viewed by pressing the L3 button.

Innocent Devil Statistics

LV Current level of Innocent Devil



Current heart total. Hearts decrease as the I.D. takes damage or uses a special ability. The I.D. will no longer be able to do anything if its heart total reaches 0. Collect a certain amount of hearts to restore the I.D. to its material form.

ATK I.D. attack power

DEF I.D. defense power

MAG I.D. magical attack power

AGL I.D. agility

+ STR Strength boost added to Hector

+ CON Constitution boost added to Hector

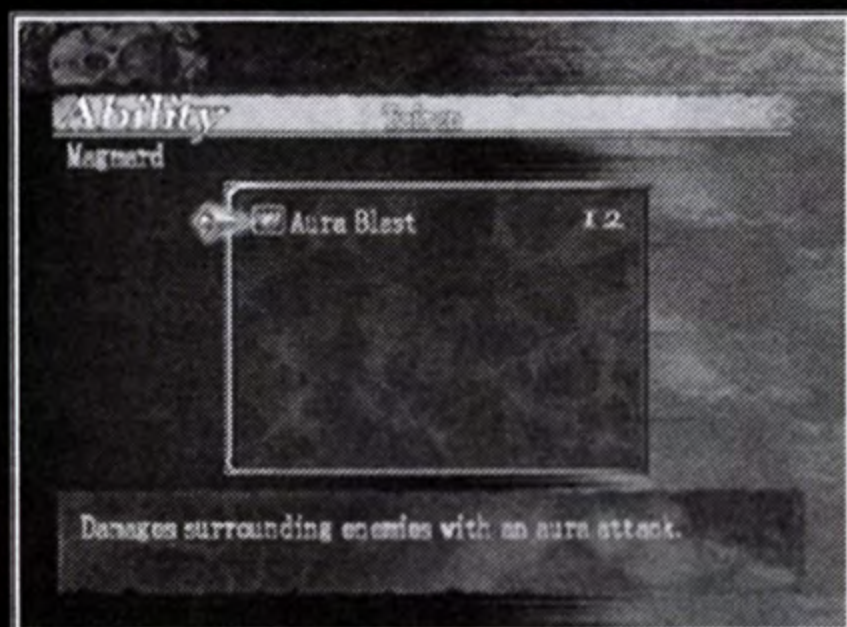
+ LCK Luck boost added to Hector

EAT The number of evolution crystals given to the Innocent Devil, broken down by sword / axe / spear / knuckle / special. The evolution route will be determined by the most accumulated evolution crystal type.

EXP Accumulated experience points

Sub-Menu: Innocent Devils

Innocent Devil Options



† Ability:

Check the special abilities of your Innocent Devil. Abilities with icons are abilities that the player can select in Command mode, while abilities without icons are automatically used when needed.

† Chart:

View the Innocent Devil's possible evolutionary path. Innocent Devils that have been raised will fill in the blanks on the chart. Move the cursor with the left analog stick to examine the evolution chart.

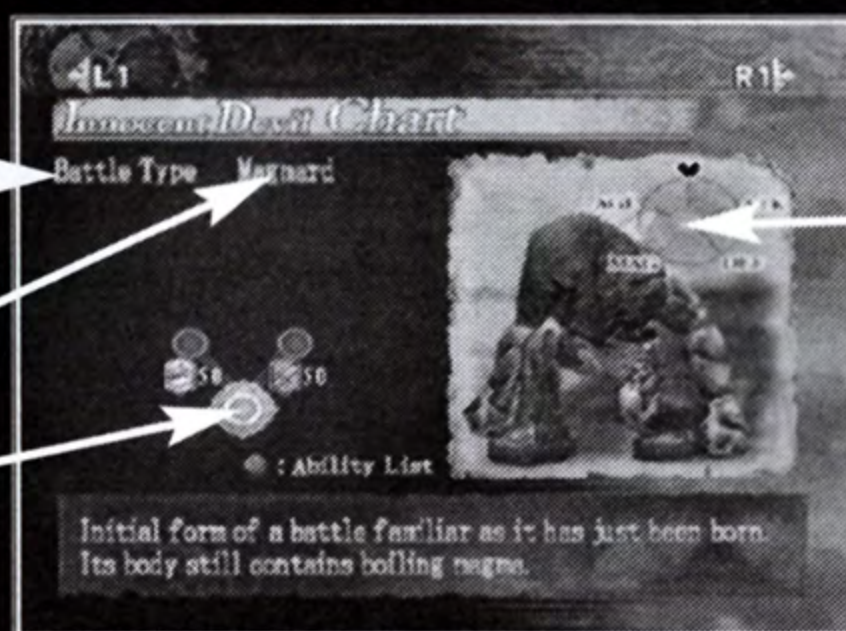
**INNOCENT-
DEVIL TYPE**

FAMILY

GENEALOGY:

Innocent Devil evolution chart.

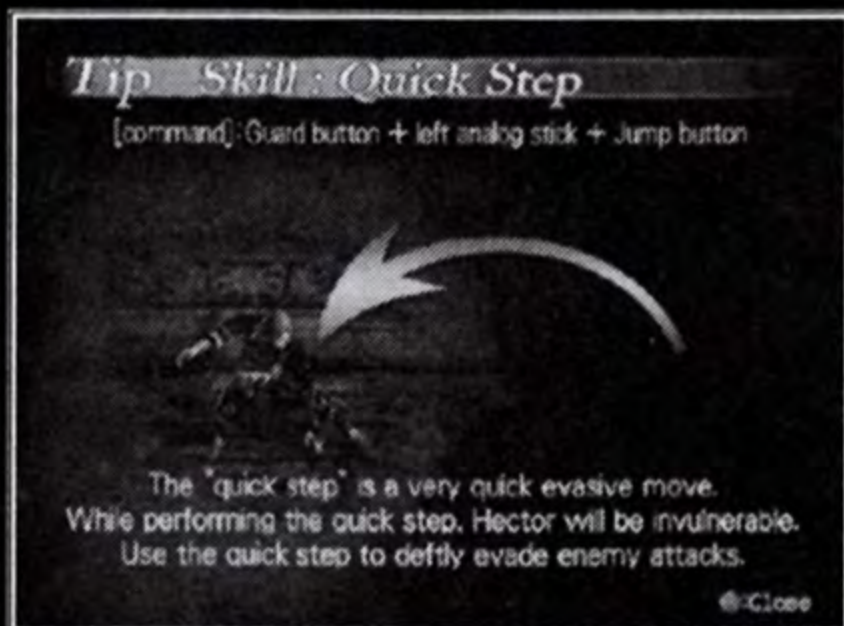
This will let player know which evolution crystals are needed to evolve to the next form.



**PROGRESSION
GRAPH:**

Shows the stat growth potential of that type. The stat growth potential depends upon the type of Innocent Devil.

Skills




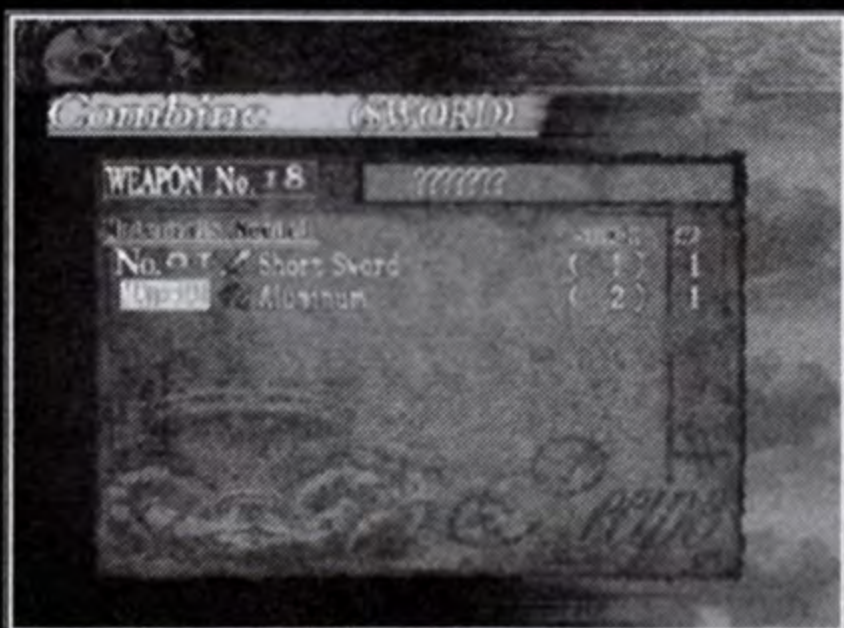
Gaining Skills

During the course of the adventure, Hector will gain many new skills. Skills can be offensive, defensive, or may grant additional abilities. By finding skill items, Hector can learn these skills. Currently available skills can be checked within the Sub-Menu.



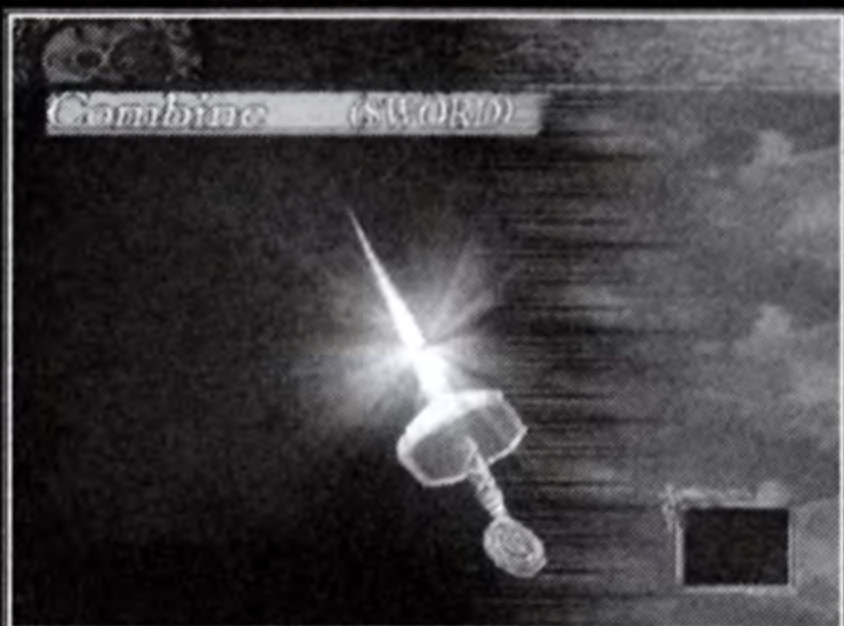
Quick Step

While holding the guard button, move the left analog stick and press the  button to perform a quick evasive move. While performing this evasive mode, the player is invulnerable and can thus avoid attacks.



Weapon Combining


The Combine skill is a highly useful tool that allows the player to combine common weapons and armor with raw materials in order to create new weapons and armor. While you can buy some items at a store, all of the best items will be ones that you create. Once you have gathered enough supplies for a new weapon or piece of armor, the formula is automatically added to the combination list. When a new formula is added, the word "NEW!" will appear in the list.



There may be some weapons that seem worthless initially, but with patience and additional weapon combinations, they may become exceptionally powerful. Be diligent in combining materials and weapons, and you'll discover how to make many useful items.

Castle Map

Map Screen

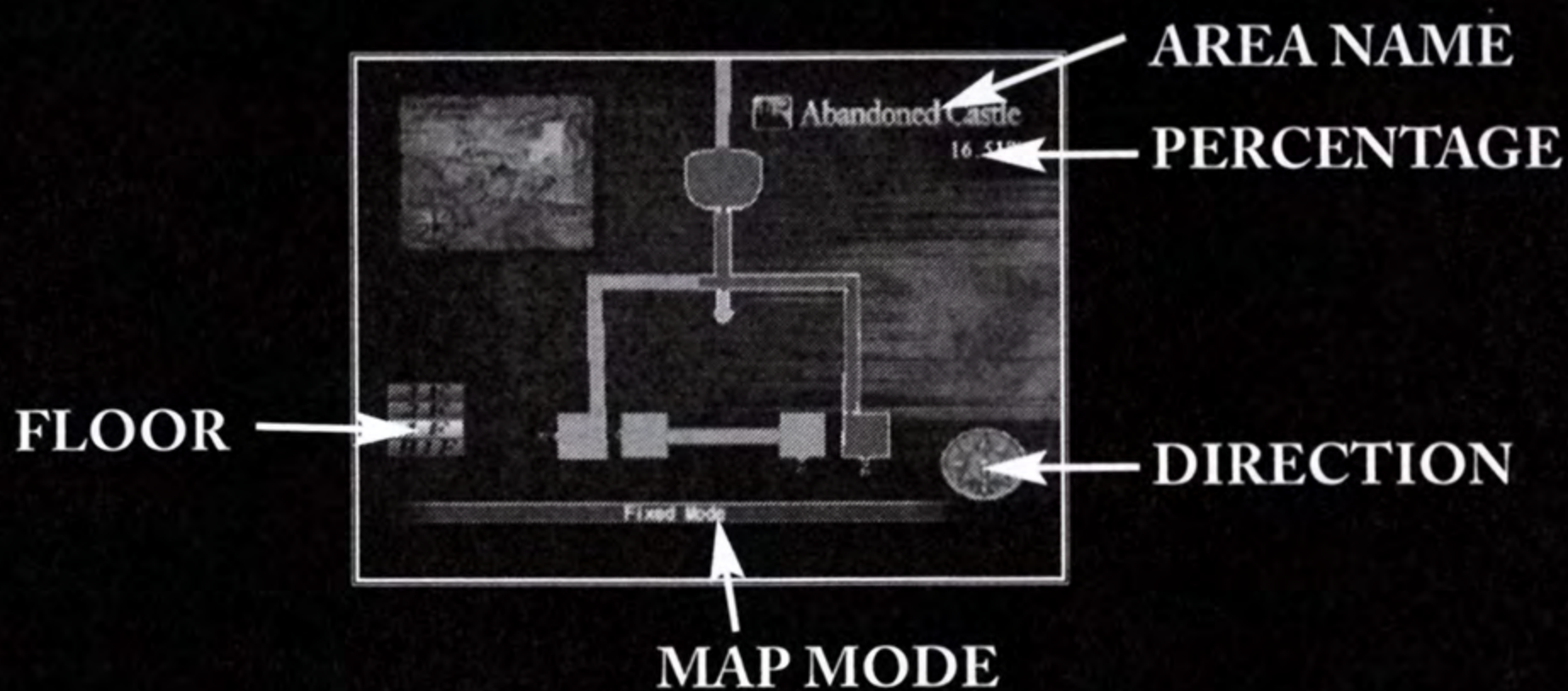
Press the  button from the game screen to view the Castle Map. Areas in blue are locations that the player has already visited, while areas in red are save rooms. Different maps can be periodically found throughout the game. If a new map is found, areas that the player has not yet visited will be displayed in grey.

If an area on the map is connected to another area, there will always be a way to enter that other area, even though the way may not be immediately obvious. There are also hidden rooms whose entrances are not indicated on the map.

NOTE: If your I.D. finds something interesting as you explore the castle, a question mark will appear on the gameplay screen. It is always worth your while to investigate as you might just discover a hidden area!

Map View

| | |
|----------------------|---|
| Area Name | Name of current location |
| Percentage | Map completion percentage. The word "COMPLETE" will be displayed if all parts of that area have been visited. |
| Player Cursor | Player's current location and orientation |
| Map Mode | Current map display mode: Fixed or Free |
| Direction | Will point north |
| Floor | Shows current floor number |



Castle Map

Map Controls

| | |
|--------------------------------------|---|
| left analog stick | Move map |
| right analog stick | Tilt and rotate map |
| □ button | Toggle between fixed and free map orientation |
| △ button | Return map to default position |
| ○ button | Toggle control explanation on / off |
| R1 button | Zoom in |
| R2 button | Zoom out |
| L1 button or ↑ directional button | Move one floor up |
| L2 button or ↓ directional button | Move one floor down |
| ← / → directional buttons | Switch to a different area map |
| ▶ button <small>START</small> | Enter Target Mode |
| ⊗ button | Exit map and return to game |

Map Mode Explanation

† Fixed Mode

The map will stay in the same direction that it was placed in when fixed mode was selected. When the map mode is changed back to free mode, the map will default to always face north.

† Free Mode

The map will face in the direction that the game screen is currently oriented towards. When the map mode is changed to fixed mode, this map orientation will be retained.

Castle Map




Target Mode Explanation

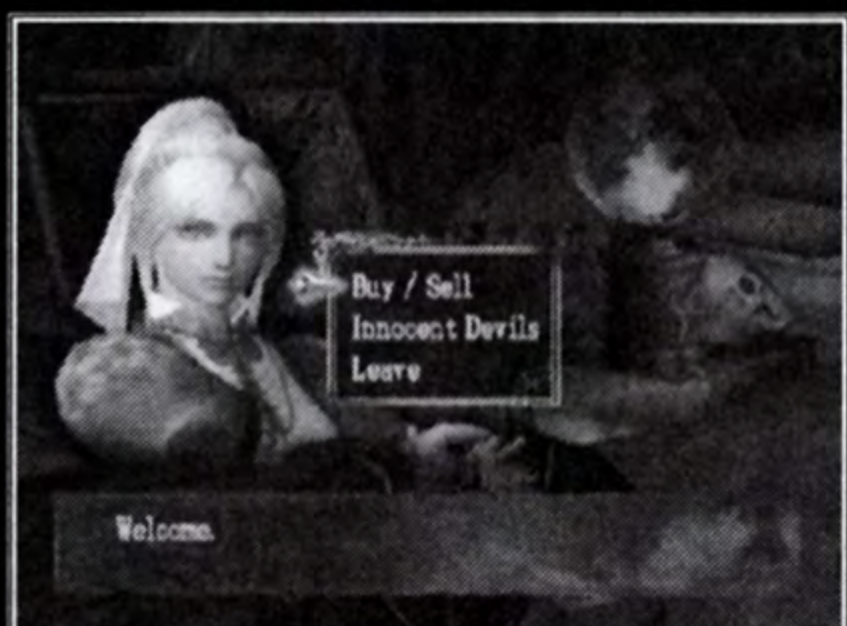
During the course of the game, the player will gain the Target Mode skill. With this skill, it will be possible to put down indicators to mark a special place on the map.

| | |
|---|--|
| ⊗ button | Place a marker on the location of the feather cursor |
| △ button | Erase marker on the location of the feather cursor |
| □ button | Change the color of the feather cursor |
| left analog stick | Move map |
| right analog stick | Tilt and rotate map |
| R1 button | Zoom in |
| R2 button | Zoom out |
| L1, L2 button or ↑ / ↓ directional buttons | Move feather cursor to existing markers |
| ← / → buttons | Switch to a different area map |
| ▶ button START | Exit Target Mode |
| ⊗ button | Return |

Shops



During the course of the game, the player will discover a store. Go into the store and at the counter, press the  button to talk to the shopkeeper.



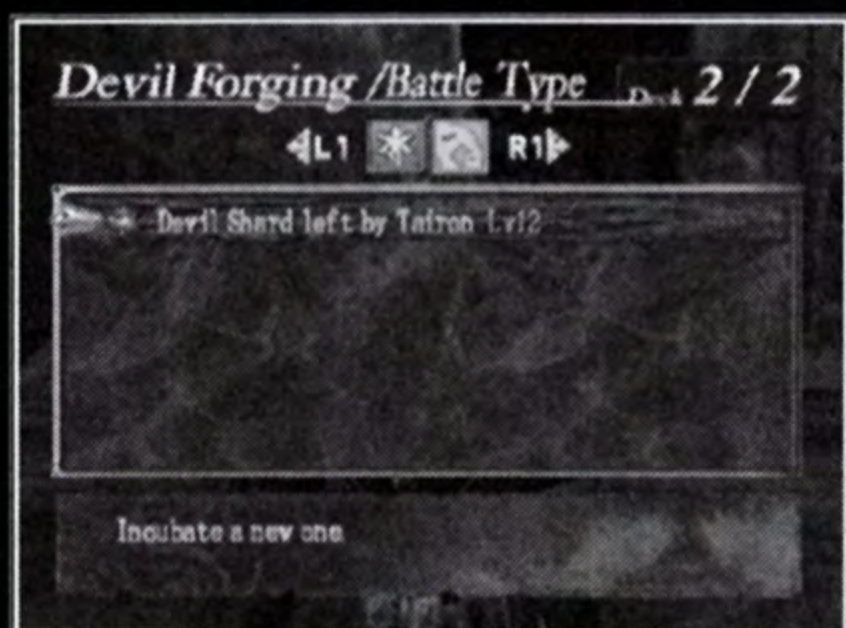
Buy and Sell Items

Buy needed items here while selling items you want to get rid of.

Innocent Devil Care

Devil forging can be done on devil shards found in the game to create new Innocent Devils.

- † **Store Innocent Devil:** Store Innocent Devils at the shop when Hector can no longer carry any more.
- † **Take Innocent Devil:** Retrieve Innocent Devils to put it back into Hector's deck.
- † **Remove Innocent Devil:** Set an Innocent Devil free from Hector's care. Keep in mind that a released Innocent Devil can never be regained.



- † **Devil Forging:** Devil forging can be done to create new Innocent Devils using devil shards found in the game.

Items

Many types of items can be found in the game. Some replenish your HP, some cure status ailments, and some produce special effects that will come in handy in different situations. You are only allowed to carry a maximum of 9 items of the same type, with the exception of raw materials. You can store a maximum of 99 materials for combining.

Equip Item

Many items will enhance your character's attack or defense. Some items have additional special effects. Try experimenting with different combinations to find the right items for your playing style.

Usable Item

Items that are used to heal HP or other ailments fall under this category. These items are consumed when used.

Single-Use Item

These are items that are consumed as soon as you pick them up. One such item is the Rosario. Shaped like a cross, it will kill every enemy on-screen instantly. You cannot carry single-use items in your inventory.

Material Item

These materials can be combined to create and upgrade weapons.

Rare Item

These items are needed in order to progress through the game. Their effects are applied by just having them in possession.

Items



Stealing Items

There are some items in the game that can be stolen from enemies. These items will not simply be dropped by enemies when defeated. To steal an item, first lock on to an enemy. When the lock-on cursor becomes purple, that's when you can try to steal an item by pressing the **○** button

when the targeted enemy is nearby. You may discover some very rare items this way. The timing required to steal an item will vary from monster to monster. The window of opportunity to snatch an item from an enemy may be very small, so multiple attempts may be needed. It will certainly be a challenge to get them all.

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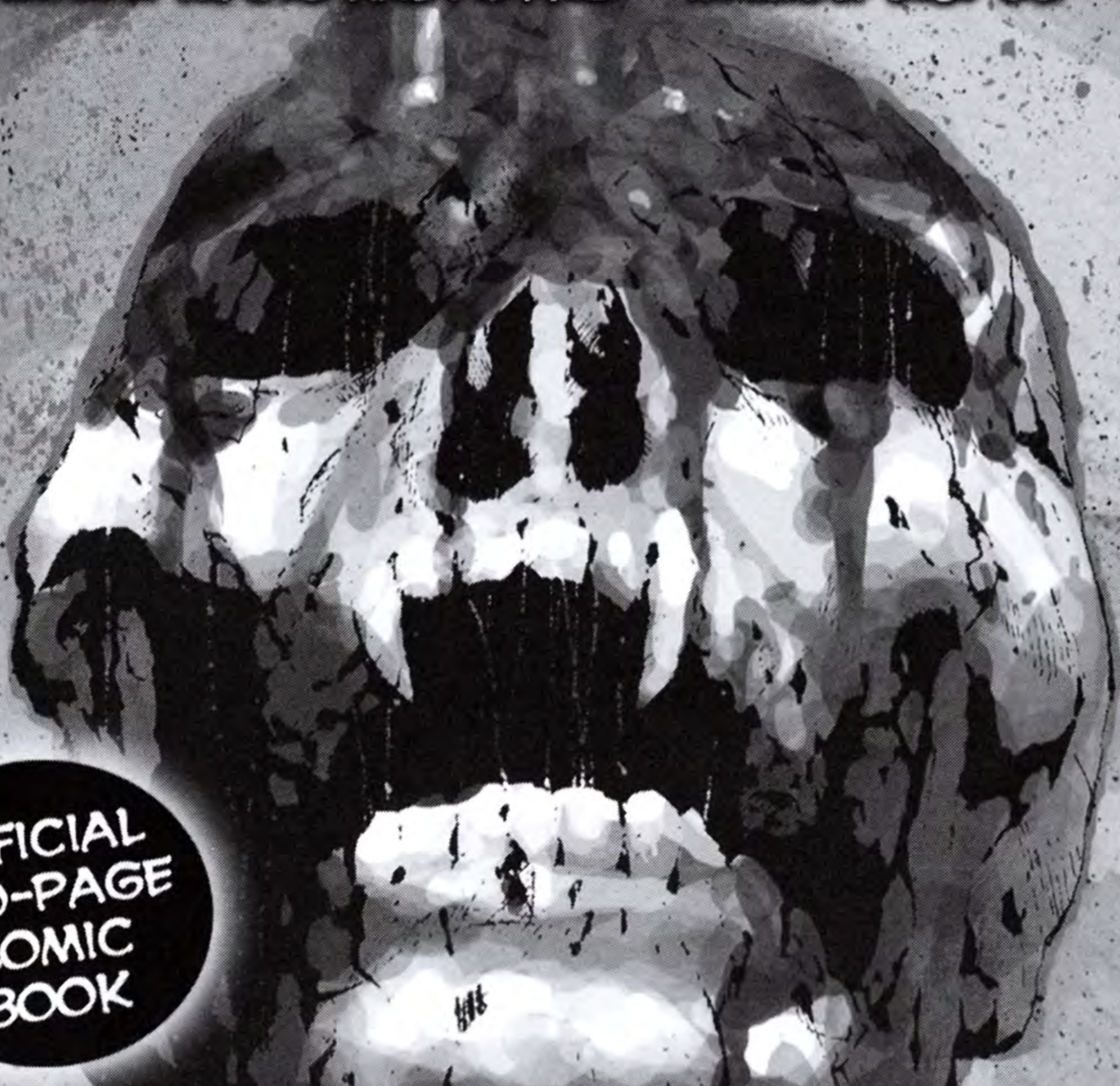
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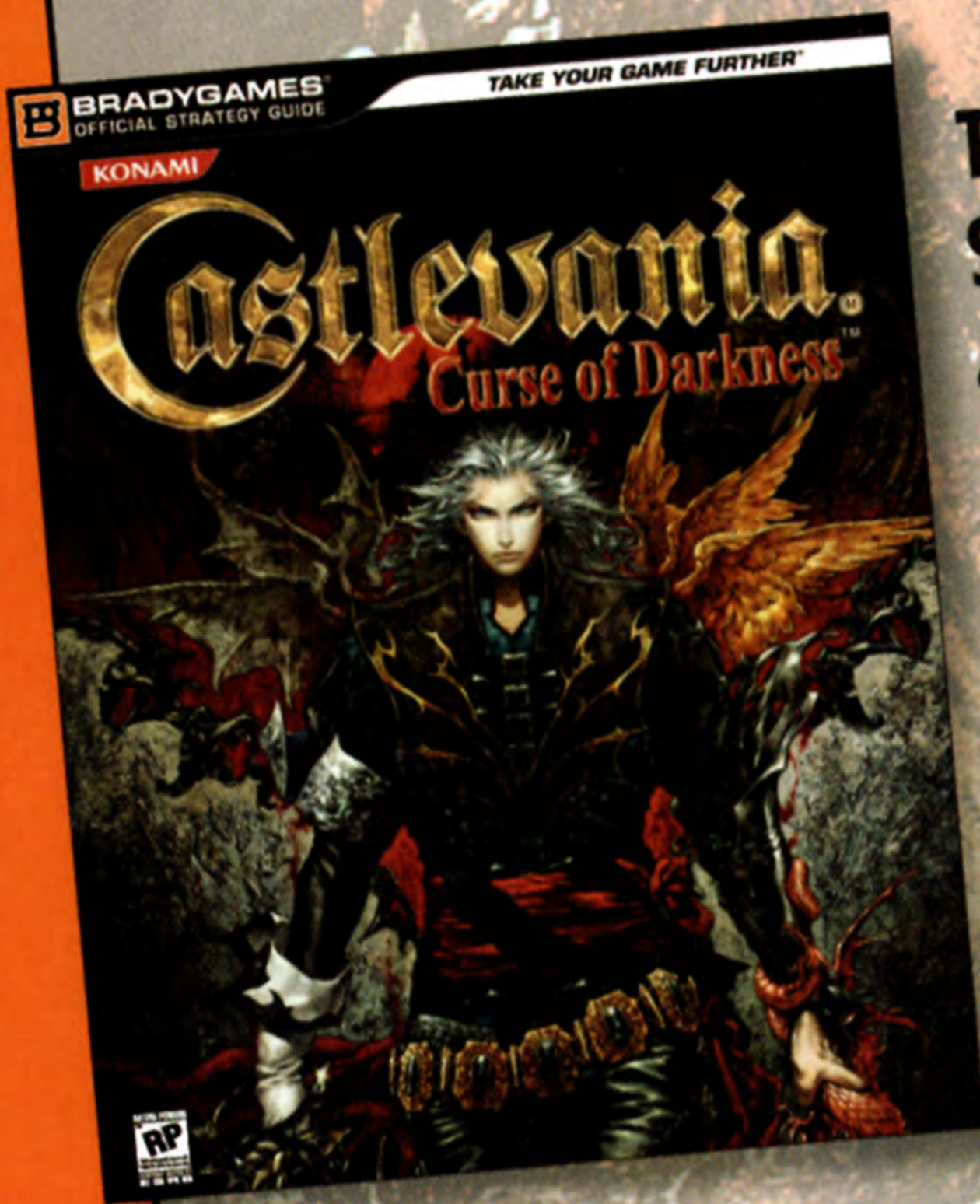
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